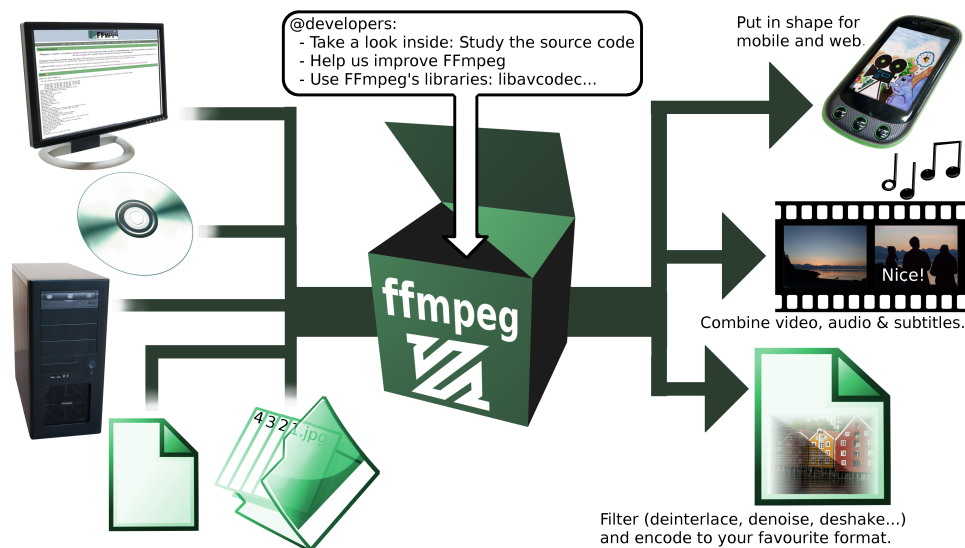




FFmpeg Open Source Multimedia Library

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What is demonstrated



FFmpeg is the universal multimedia toolkit equipped with capabilities across the whole multimedia stack. Supporting everything starting from reading the raw data stream up to HW accelerated decoding.

With far more than hundred supported codecs and formats, it offers numerous possibilities for combinations.

FFmpeg tools:

- *ffmpeg*, *ffserver* - transcoding, streaming
- *ffplay*, *ffprobe* - playback, analysis

FFmpeg development libraries:

- *libavutil* - data structures and crypto
- *libavcodec* - codecs for video, audio and more
- *libavformat* - read/write diverse MM formats
- *libavfilter* - audio/video filtering
- *libavdevice* - audio/video capturing
- *libswscale/resample* - video/audio resampling

Hardware Information

Raspberry Pi, running Raspbian, nightly build of FFmpeg

What was improved

FFmpeg continuously adds support for platform specific APIs for hardware acceleration

- OpenMAX h.264 encoding
- VAAPI / VDPAU
- ...

FFmpeg integrates platform specific optimizations

- Intel (SSE family, etc.)
- Arm (NEON)
- Mips
- ...

FFmpeg build system allows to do minimalistic builds for embedded systems

Source code or detail technical information availability



<https://ffmpeg.org>

#ffmpeg and #ffmpeg-devel on irc.freenode.net